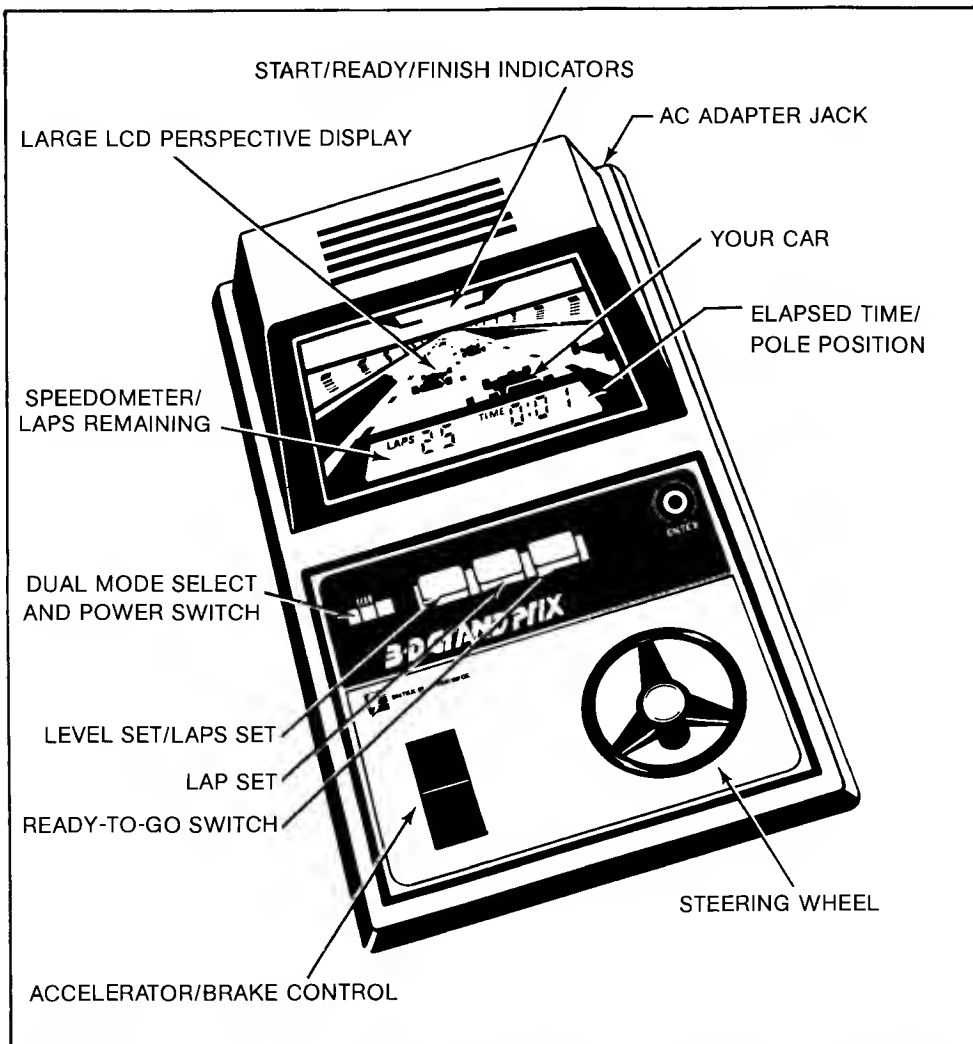




ELECTRONIC HAND-HELD GAME

3-D GRAND PRIX

■ Grand Prix course or oval track ■ Four levels of difficulty ■ Realistic sound effects or ■ Silent mode



1. INSERT BATTERIES

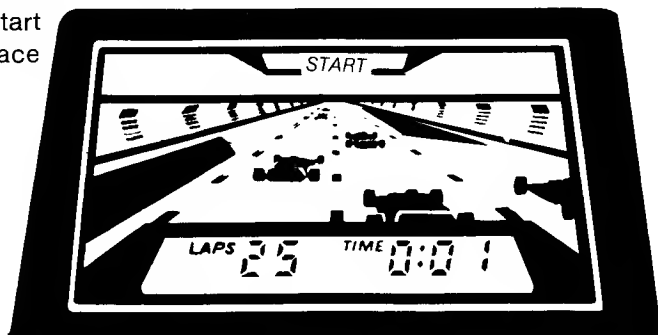
Turn game upside down. Press down on cover and slide off. Insert four "AA" batteries. (Alkaline type batteries will last longer.) Battery positions are indicated inside the battery box.

2. BASIC FEATURES

A. DISPLAY (Fig 1) – Divided into 3 major sections:

- 1) Top Section: Start/Ready/Finish indicators
- 2) Center Section: Pictorial representation of four-lane track complete with cars, barricades, lane dividers, lap and finish flag indicators.
- 3) Lower Section: Graphic representation of an instrument cluster showing speed, laps remaining, elapsed time and continual readout of position throughout the race.

Fig 1 Showing start of 25-lap race



B. CONTROLS (Fig 2)

- 1) TRK/OFF/GP Three-position Power Mode Selector
- 2) SET LEVEL/SET 1 – Adjusts degree of difficulty for overall race and sets tens of laps for actual race.
- 3) SET 2 – Sets one-unit increments of laps for actual race.
- 4) READY Switch – Indicates that driver is ready to go and begins race.
- 5) ACCEL/BRAKE Control – Dual function for overall control of speed and braking of driver's car.
- 6) Steering Wheel – Used to move driver's car through all four lanes of the display.

C. SET 2/SILENT MODE

Depressing this switch while turning power on turns the game on in the Silent Mode.

D. SOUND EFFECTS

- 1) Engine Sound – Realistic roar of a race car's engine. Pitch increases and decreases with speed of car.
- 2) Collision Sound – Sound effects accompanying the image of the car encountering another car or a barricade during the course of the race.

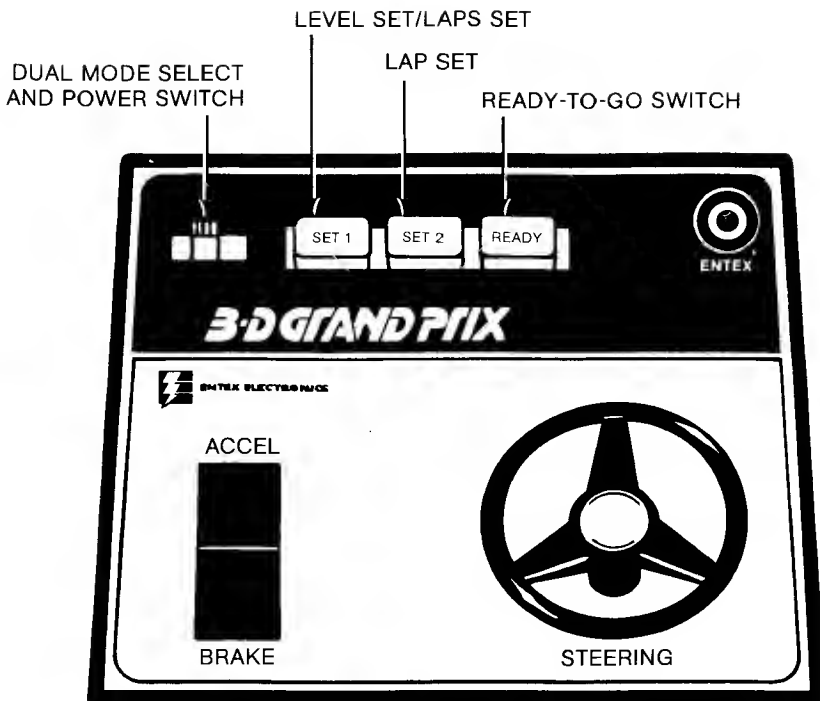


Fig 2 Driver's control panel

3. OPERATION

Before turning the power on, decide which type of race course you wish to drive. When the switch is set to the TRACK position, you will be driving on a standard oval race course having passing lanes in a fixed pattern. When the switch is set to GP, you will be driving a Grand Prix race course where the passing lanes occur in a random pattern.

Turning the power on in either mode causes the instrument cluster to display 5 LAPS and LEVEL 1. At this time, the level of difficulty can be set by depressing the LEVEL SET switch. The various levels will advance from 1-4 while the switch is depressed. The various levels of difficulty produce more and more cars on the track as follows:

- Level 1 – 3 Cars
- Level 2 – 4 Cars
- Level 3 – 6 Cars
- Level 4 – 8 Cars

You are now ready to begin your time trial laps. Depress the READY switch and note that the READY indicator comes on. Also note that you start to move closer and closer towards a solid flag on the left-hand

side of the track. When you pass this flag, the time qualification has started as shown by the START indication in the upper portion of the display. You are now driving on the race course. Use the ACCEL/ BRAKE Control for speed, and the steering wheel to control your position on the track. Keep your eyes open for the other cars on the track. Remember, this is the qualification time trial before the race. You are rallying for a starting position based on your elapsed time compared to the performance of the other cars on the track.

NOTE: A lap is completed each time you pass the flag on the left-hand side of the track.

Once the qualifying 5 laps have been completed, a checkered flag will appear on the right-hand side of the display. As soon as you have crossed the finish line, (indicated by the checkered flag), the display freezes and the word FINISH appears in the upper portion of the screen. Simultaneously, your car's starting position in the race, along with the elapsed time for your time trial, appears in the lower portion of the screen. You are now ready to proceed to the actual race.

For the race, press SET LEVEL/SET 1. Laps "0" will appear. Continue to depress the SET 1 and SET 2 buttons for the desired number of race laps. When the number of laps is set (1-99), depress the READY button and the race starts.

As in the time trials, each lap is indicated by passing the solid flag and the finish is indicated by taking the checkered flag. During the course of the race, the lap indication will alternate with your relative position in the race. Speed in miles-per-hour is constantly displayed.

Immediately after you cross the finish line, your overall position in the race, along with the total elapsed time, will be displayed and the word FINISH will appear in the upper portion of the display.

Once the race is ended, re-program the game for another race.

4. CARE OF YOUR GAME

- A. Treat your game as you would any calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store game.
- F. Do not unscrew back. There are no user-serviceable parts.
- G. Remove batteries before using the ENTEX Adapter.
- H. Unplug the adapter when not in use.

5. NOTE ON BATTERIES

BATTERY LIFE: Be sure to turn your game OFF whenever it is not in use. We have done all we can to make your game economical, but microcomputers get hungry.

If display becomes erratic replace the batteries with fresh ones.

IMPORTANT:

Do not leave your game near very hot locations such as car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game OFF when not in use to save batteries.

www.handheldmuseum.com



LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, 303 West Artesia Blvd., Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of \$35.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:

Entex Industries Repair Center
303 West Artesia Blvd.
Compton, CA 90220

3. Apply correct postage stamps and insure the unit; then mail.

ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. It accepts Entex #6025 AC Adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game.

You can obtain the Entex Adapter by sending in the coupon below.

Helen Parts
ENTEX Industries Inc.
303 West Artesia Blvd.
Compton, CA 90220

Please send the following for
my No. 6021 3-D GRAND PRIX GAME:

	QUANTITY	PRICE	TOTAL
#6025 AC Adapter	_____	\$6.00	_____
California residents add 6%			_____
		TOTAL	_____

SEND TO:

CHECK ENCLOSED
(Cost includes handling and postage)

Name: _____

No./Street: _____

City/State/Zip: _____